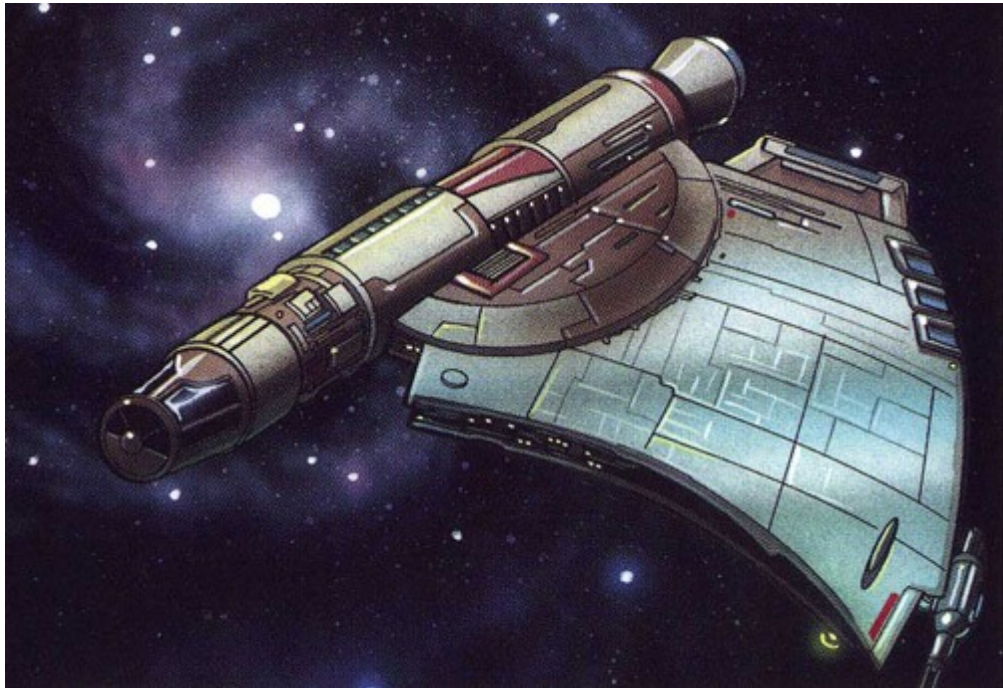


Command Performance

Rendili-Surron Starlight Freighter

The Surronians, an insectoid species of long-respected shipbuilders, fell upon difficult times and developed Surron StarTech, a firm to mass produce and distribute their vessels. Their lack of business savvy resulted in dismal sales as ill-conceived marketing ventures went unnoticed by a busy public. At the same time, Rendili StarDrive, long a military



shipbuilding firm, was attempting to recoup financial losses with the introduction of a line of public-sector vessels for the interstellar professional. Rendili execs approached the ailing Surronians and after months of negotiations, an agreement was finalized.

The joint Rendili-Surron agreement would produce an attractive, sleek vessel with the Surronian reputation for design, aimed at the spacer market. The Surronians came up with some truly innovative and exciting designs which were discarded by the skittish and conservative Rendili management. Taking some basic Surronian concepts, the Rendili techs instead adapted older ideas (like the often copied Corellian cockpit design) and rushed to production of the Starlight.

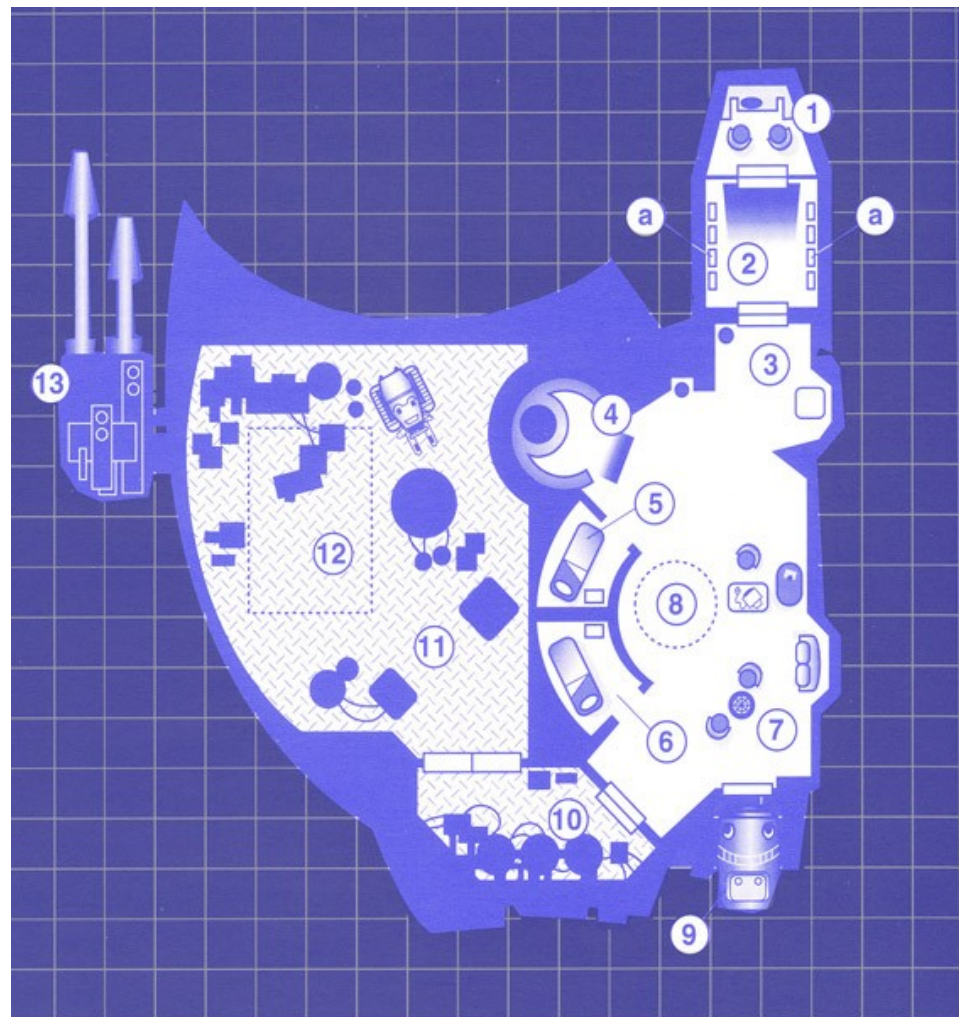
The Rendili-Surron Starlight has a bit of Surronian touches left in it. The forward sweeping wing is definitely not the product of older military designers at Rendili. This wing contains the bulk of the Starlight's habitable volume, including the spacious cargo hold. A repulsorlift platform locked into the ventral surface of the wing allows cargo to be lowered and raised into the hold. Materials cutbacks forced a lighter-than-standard spaceframe for the hold, so that while it is spacious, it is only rated at 50 metric tons capacity. The wing also mounts the communications and sensor array.

The Corellian Engineering Corporation knock-off cockpit and hallway tube lead to the primary lounge compartment. The no-frills interior features an autochef recycled from surplus models from Rendili's defunct *Vainglorious*-class cruisers. The compartment features two rooms with triple bunks, also recycled military surplus. Even the joint 'fresher has a decidedly Academy drop-camp feel to it.

Sadly, the Rendili-Surron Starlight is the last Surronian vessel produced for the public. Burned by the megacorp reality of the starship industry, the Surronian artists retreated to their hives, content to produce their art only for Surronians. New vessels are now so alien in design that Rendili executives see little market for them except for the eccentric who want to own "something different."

Deckplan Details

1. Cockpit
2. Entry Ramp /
Airlocks (a.
Emergency Kits)
3. Airlock / Vestibule
4. Refresher
5. Cabin
6. Cabin
7. Lounge
8. Overhead
viewport
9. Escape pod
10. Engineering
Station
11. Cargo Bay
12. Repulsorlift
Platform
- 13.



Communications/sensor array

Sample Vessel: *Command Performance*

Ahric Korownosek considers himself a skilled actor, though the critics rarely agree with him. He has dreamed of landing the lead in a blast-'em-up HoloClysm production for the annual hype-season, earning trillions at the box office. He wants to be the one blasting the alien invaders while swinging from the exploding platform with several damsels in his arms. The best he has been able to do, however, is to lead a traveling troupe of actors from one backwater world to the next, re-enacting *The Glorious Rise of the New Order!*; *Coruscanti and I*; *Sing, Advisors, Sing!* and other such tripe.

Korownosek's troupe -- the NovaCluster Players --experienced some success in its early days, allowing the actor to purchase a freighter, the *Command Performance*.

Bored with the task of running an acting troupe, Ahric has turned his gift of mimicry, delivery and wardrobe into a moonlighting career as a burglar. He cases local museums and galleries of backwater worlds with the dignitaries who receive the troupe, and then steals away with a trinket or artifact. These worlds, with little contact with other worlds in the area, have not yet seen the pattern of thefts tied to the traveling troupe. Ahric sells his ill-gotten goods to fences on the next world the troupe visits, though on occasion, the *Command Performance's* final curtain call involves a hasty takeoff and a quick run past local police vessels.

Ahric had the cargo section of the *Command Performance* compartmentalized to accommodate the troupe's props and costumes. He also installed a one-cubic meter secret compartment in his quarters where he stashes his stolen goods. The ship has a modified sensor package, since most worlds the *Command Performance* visited do not have fully modern starports, and much of the landing procedure require the pilot's full attention and awareness of his surroundings.

To accommodate the troupe, the ship's air exchange filters and life support equipment were augmented, allowing a passenger complement higher than standard. Quadruple bunks now fill the rooms, and the rec-room

holotable and acceleration couches are removable to set up a make-shift stage and tumbling area. The ship's computer library is very well stocked with Imperial-approved holodrama and scripts.

This first appeared in Stock Ships by Pablo Hidalgo, Steve Miller, Timothy S. O'Brien, Paul Sudlow and Eric S. Trautmann, published by West End Games in 1997.